

C Programming MCQ Question Answer

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Question: 1. What would be the output of the following program?

```
int x=40;
main(){
int x=20;
printf("
%d",x);
}
```

- Option A. 40
- Option B. 20
- Option C. Compilation Error
- Option D. Garbeg Value

Question: 2. What will be output if you will compile and execute the following c code?

```
#include
int main(){
int i=320;
char *ptr=(char *)&i;
printf("%d",*ptr);
return 0;
}
```

- Option A. 1
- Option B. 64
- Option C. 320
- Option D. Compiler Error

Question: 3.

What will be output if you will compile and execute the following c code?

```
#include
#define x 5+2
int main(){
int i;
i=x*x*x;
printf("%d",i);
return 0;
}
```

- Option A. 27
- Option B. 343
- Option C. 233
- Option D. Compiler Error

Question: 4.

What will be output if you will compile and execute the following c code?

```
#include
int main(){
char c=125;
c=c+10;
printf("%d",c);
return 0;
}
```

- Option A. 135
- Option B. +INF
- Option C. -121
- Option D. -135

Question: 5. What will be output if you will compile and execute the following c code?

```
#include
int main()
{
float a=5.2;
if(a==5.2)
printf("Equal");
else if(a<5.2)
printf("Less than");
else
printf("Greater than");
return 0;
}
```

- Option A. Less than
- Option B. Equal
- Option C.
- Greater than
- Option D. None of above

Question: 6. For 16bit compiler allowable range for integer constants is _____ ?

- Option A. $3.4e38$ to $3.4e38$
- Option B. 32767 to 32768
- Option C. 32768 to 32767
- Option D. 32668 to 32667

Question: 7. C programs are converted into machine language with the help of

- Option A. An Editor
- Option B. A compiler
- Option C. An operating system
- Option D. None of the above

Question: 8. A C variable cannot start with

- Option A. An alphabet
- Option B. A number
- Option C. A special symbol other than underscore
- Option D. both (b) and (c)

Question: 9. Which of the following is allowed in a C Arithmetic instruction

- Option A. []
- Option B. {}
- Option C. ()
- Option D. None of the above

Question: 10. Which of the following shows the correct hierarchy of arithmetic operations in C

- Option A. / + *
- Option B. * / +
- Option C. + / *
- Option D. * / + -

Question: 11. What is an array?

- Option A. An array is a collection of variables that are of the dissimilar data type.
- Option B. An array is a collection of variables that are of the same data type.
- Option C. An array is not a collection of variables that are of the same data type.
- Option D. None of the above.

Question: 12. What is right way to Initialization array?

- Option A. `int num[6] = { 2, 4, 12, 5, 45, 5 } ;`
- Option B. `int n{} = { 2, 4, 12, 5, 45, 5 } ;`
- Option C. `int n{6} = { 2< 4< 12 } ;`
- Option D. `int n(6) = { 2, 4, 12, 5, 45, 5 } ;`

Question: 13. An array elements are always stored in _____ memory locations.

- Option A. Sequential
- Option B. Random
- Option C. Sequential and Random
- Option D. None of the above

Question: 14. What is the right way to access value of structure variable book{ price, page }?

- Option A. `printf("%d%d", book.price, book.page);`
- Option B. `printf("%d%d", price.book, page.book);`
- Option C. `printf("%d%d"< price::book< page::book);`
- Option D. `printf("%d%d", price>book, page>book);`

Question: 15. `perror( )` function used to ?

- Option A. Work same as `printf()`
- Option B. prints the error message specified by the compiler
- Option C. prints the garbage value assigned by the compiler
- Option D. None of the above

Question: 16. Bitwise operators can operate upon?

- Option A. double and chars
- Option B. floats and doubles
- Option C. ints and floats
- Option D. ints and chars

Question: 17. What is C Tokens?

- Option A. The smallest individual units of c program
- Option B. The basic element recognized by the compiler
- Option C. The largest individual units of program
- Option D. A & B Both

Question: 18. What is Keywords?

- Option A. Keywords have some predefine meanings and these meanings can be changed.
- Option B. Keywords have some unknown meanings and these meanings cannot be changed.
- Option C. Keywords have some predefine meanings and these meanings cannot be changed.
- Option D. None of the above

Question: 19. If the class name is X, what is the type of its "this" pointer (in a nonstatic, non-const member function)?

- Option A. `const X* const`
- Option B. `X* const`
- Option C. `X*`
- Option D. `X&`

Question: 20. Which classes allow primitive types to be accessed as objects?

- Option A. Storage
- Option B. Virtual
- Option C. Friend
- Option D. Wrapper

Question: 21. When is `std::bad_alloc` exception thrown?

- Option A. When new operator cannot allocate memory
- Option B. When alloc function fails
- Option C. When type requested for new operation is considered bad< this exception is thrown
- Option D. When delete operator cannot delete the allocated (corrupted) object

Question: 22. Which one of the following is not a fundamental data type in C++

- Option A. float
- Option B. string
- Option C. int
- Option D. `wchar_t`

Question: 23. Which of the following is a valid destructor of the class name "Country"

- Option A. `int ~Country()`
- Option B. `void Country()`
- Option C. `int ~Country(Country obj)`
- Option D. `void ~Country()`

Question: 24. Which of the following correctly describes C++ language?

- Option A. Statically typed language
- Option B. Dynamically typed language
- Option C. Both Statically and dynamically typed language
- Option D. Type-less language

Question: 25. Which of the following keyword supports dynamic method resolution?

- Option A. abstract
- Option B. Virtual
- Option C. Dynamic
- Option D. `Typeid`

Question: 26. Which of the following is the most preferred way of throwing and handling exceptions?

- Option A. Throw by value and catch by reference.
- Option B. Throw by reference and catch by reference.
- Option C. Throw by value and catch by value
- Option D. Throw the pointer value and provide catch for the pointer type.

Question: 27. Which of the following is not true about preprocessor directives

- Option A. They begin with a hash symbol
- Option B. They are processed by a preprocessor
- Option C. They form an integral part of the code
- Option D. They have to end with a semi colon

Question: 28. What's wrong? `while( (i < 10) && (i > 24))`

- Option A. the logical operator && cannot be used in a test condition
- Option B. the while loop is an exit-condition loop
- Option C. the test condition is always true
- Option D. the test condition is always false

Question: 29. A continue statement causes execution to skip to

- Option A. the `return 0;` statement
- Option B. the first statement after the loop
- Option C. the statement following the continue statement
- Option D. the next iteration of the loop

Question: 30. What's wrong? `(x = 4 && y = 5) ? (a = 5) ; (b = 6);`

- Option A. the question mark should be an equal sign
- Option B. the first semicolon should be a colon
- Option C. there are too many variables in the statement
- Option D. the conditional operator is only used with apstrings

Answer Sheet

1	B	20 Because whenever there is a conflict between a local and a global variable, it is the local variable gets priority.
2	B	As we know size of int data type is two byte while char pointer can pointer one byte at time. Memory representation of int i=320  So char pointer ptr is pointing to only first byte as shown above figure. *ptr i.e. content of first byte is 01000000 and its decimal value is 64.
		As we know #define is token pasting preprocessor it only paste the value of micro constant in the program before the actual compilation start. If you will see intermediate file you will find: test.c 1: test.c 2: void main(){

test.c 3: int i;
test.c 4: i=5+2*5+2*5+2;
test.c 5: printf("%d",i);
test.c 6: }
test.c 7:

You can absorb #define only pastes the 5+2 in place of x in program. So, i=5+2*5+2*5+2

=5+10+10+2

=27

As we know char data type shows cyclic properties i.e. if you will increase or decrease the char variables beyond its maximum or minimum value respectively it will repeat same value according to following cyclic order:



So,

125+1= 126
125+2= 127
125+3=-128
125+4=-127
125+5=-126
125+6=-125
125+7=-124
125+8=-123
125+9=-122
125+10=-121

5.2 is double constant in c. In c size of double data is 8 byte while a is float variable. Size of float variable is 4 byte.

So double constant 5.2 is stored in memory as:

101.00 11001100 11001100 11001100 11001100 11001100

5	A	11001101 Content of variable a will store in the memory as: 101.00110 01100110 01100110 It is clear variable a is less than double constant 5.2 Since 5.2 is recurring float number so it different for float and double. Number likes 4.5, 3.25, 5.0 will store same values in float and double data type. So the answer is (A)
6	C	
7	B	
8	D	
9	C	
10	D	
11	B	
12	A	
13	A	
14	A	
15	B	
16	D	
17	D	
18	C	
19	D	
20	B	
21	D	
22	A	
23	B	
24	D	
25	A	

26	B	
27	A	
28	D	
29	C	
30	D	